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Below you will find in no particular order the best ways to make large amounts of gold

in World of Warcraft. I sincerely hope you enjoy your time using these strategies and I hope they are profitable for you.

WoW Gold Tips:

Rare pet dealer- People love the novelty of having pets that are cross faction. Every big tauren wants a white kitten and gnomes can be seen proudly dragging their prairie dogs around with them. You can make a LOT of gold buying non-combat pets like cats, snakes, owls, etc. and listing them at the Gadgetzan auction house. I typically will sell them for around 2-4g and you can sell tons of them. Even better, arrange with someone of the opposite faction to supply you with pets or, if you are on a PvE server create an alt and supply yourself with the other faction's pets to sell at your home AH. They'll pull in even more cash there.

I want that Dancin' Flute!- If you've spent anytime around the local auction house you certainly discovered the "dancing flute" (<http://wow.allakhazam.com/db/item.html?witem=13379>) This is really a fun item and it only drops off of one guy in Stratholme. The good news is I guarantee you can get it. How? Well first of all, the mob that drops this is named Hearthsinger Forresten. He is a rare spawn but lucky for us not too exceedingly rare. Where is he?

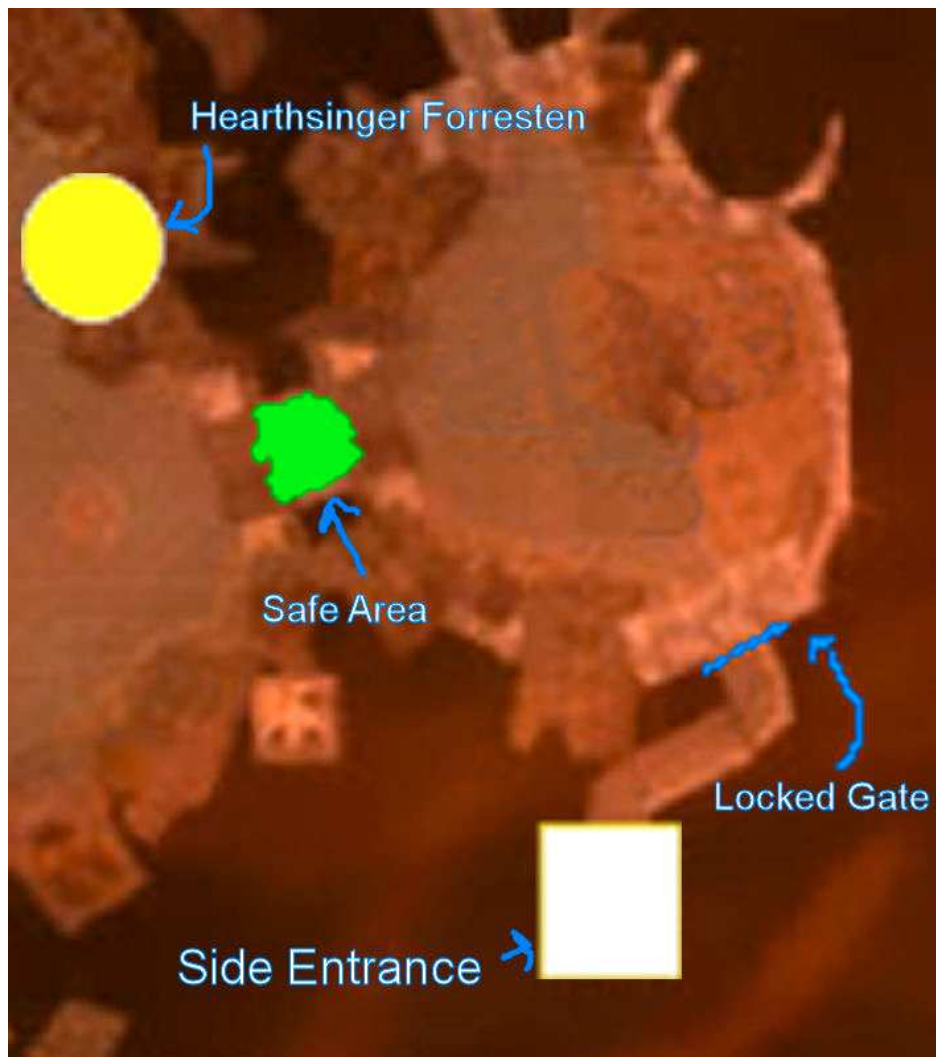
If you enter the back door of Strat (you'll need the Key to the City) and proceed to the very first gated tunnel he will often spawn to the right of the doorway. Let's make it even easier to find him. Once you enter the instance just type `"/target Hearthsinger"` minus the quotes of course. If he is there then we can proceed, if not then reset the instance and try again.

If he IS there then if you are a rogue or druid stealth over under the gated area to the left and wait there. If you do not have stealth then you can still do this. The area you need to walk by to get to the gated area (where you will be able to unstealth and fight Forresten) is very small. So all you need to do is purchase or have your alchemist friend make you some invisibility potions. Open the gate and run to the safe area. (you will trigger the enemy chat script but no mobs will attack you). Now wait and make sure that there are no patrols coming by. You are safe in the gated area but if a patrol comes by when you pull Hearthsinger you will get it too and die. Peek around the corner to your right and you will see Hearthsinger standing alone. At this point you will pull him by shooting him with a bow or gun or using a ranged spell on him. Let him run to you under the gates where you can fight him. He is easy to solo but has a very high dodge % so bring a potion in case he dodges so much you risk

dying. I was able to kill him on my second try and have killed him many times since.

With any luck he will drop your flute or another nice item like the Songbird Blouse (great for druids). The good news is even if he doesn't drop what you are looking for that you can just disenchant it and sell the shard and try again! You can repeat this over and over again and either get yourself a flute or make some serious money!

See the below for full details on his location:



Playing the market- I have made the most money in this game by using this technique. It simply consists of the most basic economic principal- buy low and sell high. I have bought a ton of stuff from my own AH and then relisted it for a higher price (sometimes much higher) and raked in serious gold. It is amazing what you can find just by looking through your AH! Most people have no idea what an item is worth if there isn't one already posted for them to compare with. This can be a risky business so start small and work your way up. If you purchase all the thorium on your AH (as an example), then relist just a couple of stacks at a time at a higher price you'll find they sell quite nicely. If someone tries to undercut you don't panic. Either buy them out and relist their items or wait for a day or two when the market is better to sell them.

It is best to buy on weekdays and sell on weekends when more people are playing.

Keep in mind when you do this you are going to lose some money to the AH fees as well as the listing fee. As such, one of the absolute best things to buy and relist is enchanting supplies because there is NO FEE to list them. You can buy them cheap and relist them until they sell without it costing you a thing. My favorites are large radiant shards and small brilliant shards;

also illusion dust has done well for me. All are in high demand but fairly low supply so they'll move fast. Over time you'll learn what is a good price for these and you can buy accordingly. There are a lot of strategies here that will get more into the specifics of what items will bring you the most cash. As above, I always recommend enchanting supplies as a great place to start because there is no AH penalty for listing them.

About those blues and purples- Using the above strategy you can make some really serious gold selling blue or purple items for a lot more than what you paid for them. I always recommend to buy off a seller who might be advertising in the trade channel (always barter) and then relist it in the AH for big profits. If you are having trouble making cash doing this then try the Gadget AH- twice the customers there.

Fiery enchant- There is a quest in the Badlands that rewards those who complete it a fiery enchant. This enchant is not soulbound and can be traded or sold on the AH. These sell for 10-30g. I've sold numerous for over 20g. You can acquire these a few ways. First, you can head out to the Badlands where the questgiver is and ask people right away to buy the enchant (I offer about 3g to start) or you can keep an eye on the AH because people usually don't realize what they have and list them for

around 1-2g. Simply buy it and then resell it for a huge profit. ;)

Rare recipes- Vendors all over the World of Warcraft on both continents sell crafting recipes. The thing is, most people don't realize where these recipes come from. Any time I am at a vendor and he has a high level or limited supply recipe I purchase it and list it on the AH for an increased price. These almost always sell for me. Some of my favorites are:

- Mooncloth recipe that is sold at Everlook in Winterspring- I have good luck selling this in Gadget at the AH for 4-10g.
- Most recipes sold in Moonglade. Moonglade is a high-level town meaning that most people won't be able to go there and purchase from the vendors until lvl 55+. If you are a druid or create a druid alt you will be able to go to Moonglade at around lvl 10. You can buy the tailoring and other recipes there and resell them for a profit.
- Mooncloth robe recipe from Dire Maul. In the library area of DM there is an NPC that sells a limited recipe for the mooncloth robe. It costs 4g and I have seen it sell for over 55g!

Cash Gathering- My best advice to someone wanting to make money is to not pick up a tradeskill until lvl 60 when you can find or buy all that you need and then just powerlevel it up in an evening or two.

Choose herb gathering or mining as your two professions and SELL everything you gather. You'll have so much gold so soon you won't have to worry where that mount money is going to come from. The only hassle you'll have is that "find herbs" and "find minerals" can't be used together. I suggest the best mod in the world for this- Gatherer. It can be found here:

<http://ui.worldofwar.net/ui.php?id=277>

Skinning is also a good choice and won't affect your minimap displaying herbs or minerals either.

Quest items- People need quest items. Fortunately for you some of these items are farmable or craftable. You can make quite a nice chunk of gold by loading up on items needed for quests and standing around a questgiver at a busy time (like a Friday night). For example, there is a quest in Eastern Plagues needing high explosive bombs and unstable triggers, there's a quest in Badlands needing Frost Oil and there is a quest in Un'goro needing a mithril casing. All of these things are easy enough to craft or get from a craftsman or guildy then it's just a matter of advertising your wares in general chat to those that need them.

Sell it in the right place- Always sell class specific items in the correct AH. For example, "of the Elements" things are for Shaman. You won't have much luck selling them in the Ironforge AH. Sell them in

Gadget. The same thing goes for Lightforge stuff. It's for Paladins, so Horde sell them in Gadgetzan if you want them to sell.

Silithus is where I call my home- The untouched expanses of Silithus are one of the best places to farm for materials to sell. You can find a ton of essences off of the elementals there that will sell for a nice chunk of gold. The only bad thing about elementals is that they tend to not drop much else besides essences when you kill them so the wait can be long but the payoff is big. A side effect of farming here is that some of the mobs raise your faction with the Hydraxian Waterlords and nothing else but Molten Core will do the same thing. Keep an eye out for essence of air, essence of water, and sometimes breath of wind in this area. Depending on your server these will sell for a nice amount each- anywhere from 2g-20g.

Set pieces- Always, always, always keep an eye out for people selling set pieces (Valor, Wildheart, etc.) in the trade channel or on the AH. These are consistently the best sellers because everyone wants to complete their class set. If you are in a pick up group and there is a piece that no one needs then make sure and get a roll in for it if it is BoE. You can certainly sell it for a hefty sum. The trade channel is your friend here. Bargain with sellers to

get these pieces and then resell them for quick gold.

"Nerfed" items- Items that have been removed from the game or "nerfed" are a potential for MASSIVE gold. If there is an item that has had its stats lowered or otherwise negatively changed, but Blizzard does not change those already in existence then those old items are going to be even more rare than an epic item. One item that I still see fairly often are the green lenses like the Green Lens of Stamina. This old item allows casters to have over 35 stamina when equipped and amazingly I see these on my AH fairly often. You can buy them and resell them for 50g+. They are easily worth more than that in my opinion, but your mileage will vary. If you see a patch note that Blizzard is discontinuing or changing an item then stock up on them if possible and sell them later on for a profit.

Sell me some First Aid- If you're Alliance and you head out to Stromguard castle (the one in Arathi) hang a right at the entrance and once inside the "safe" area make another right across the bridge. You'll find an NPC named Deneb. He sells the First Aid books that allow you to increase your level as well as learn improved bandage styles. You can purchase these for 1g or under and resell them on the AH for at least twice as much. On my server there are quite a few people who have figured this out, but it

doesn't really matter because I still sell them all the time!

Disenchanted- It is good to become knowledgeable as to what items disenchant into valuable enchanting materials. For example, Icy Cloaks and Green Lenses always disenchant into valuable enchanting materials. In the case of Green Lenses they will always result in a large radiant shard when disenchanting. So, head to your local AH and check the price of green lenses and large radiant shards. If the shards are selling for more than the lenses then buy the lenses and disenchant them and sell the shards for a profit. If enchanting is not one of your professions then start a lvl 1 alternate character that is a gnome or dwarf and run him/her to Ironforge or an orc or troll and run them to Org and learn enchanting. From this point on this character can be your "mule" to disenchant items.

Guard those stones!- Many of the new recipes available in the game such as the new cloak recipes like the Cloak of Warding and Shifting Cloak require guardian stones. Now, keep in mind that both of these cloaks require other materials that sell for large amounts of gold. Players are investing a lot to make these crafted items.

Guardian stones drop one place and one place only in the world and that is off of the

Stone Guardians in Un'goro Crater. These giants are graded level 60 and 61 elite so they certainly seem intimidating. The truth is though that many classes can easily solo them or with a potion or two if needed, take them down. I've found that they drop Guardian stones about 1 out of every 3 or 4 kills. The Guardian Stones sell on the auction house for anywhere from 7-20g each. And in my experience almost no one is farming these things! It just seems that most people think it is just too much work. So head into that crater and show those lazy people how to do it. I can usually get 4-6 stones in an hour so that right there is a potential 120g per hour! But even conservatively that is going to make you at least 30g or so.

I thought I saw a Devilsaur- While your down in that crater you might as well bring a skinning knife with you because you are going to see lots of Devilsaurs. These giants can be soloed by some classes like hunters or druids but almost 2 of any class can take them down. They never seem to drop much but their leather is used to make really nice leather pants and gloves and you can sell a piece for around 2-8g depending on the market. So head into that crater and farm these guys while you are killing Stone Guardians. Oh, avoid the 60 elite King Mosh though. He can wipe a party easily.

Elemental Invasions- One of the more rare but needed items in the game are the essences like Essence of Water, Essence of Air, etc. Obtaining these normally requires hours of farming elementals. But since the last patch Blizzard has implemented the "Elemental Invasions" and I have found that not only is it a great time to kill tons of elementals in one place but these guys seem to drop essences a lot more often. Two places that these invasions routinely occur is Un'goro Crater and Winterspring. Make sure to keep on top of these events as you can grab a large number of essences quickly and then sell them for a profit at your AH.

Bandage for cash- Lots of people told me that they make a good amount of cash selling stacks of cloth to vendors. It seems like most people don't want to be bothered to sell it on the AH so they just vendor it. What they don't realize is that by first turning cloth into a bandage it will vendor for more than the normal price! For example, right now one runecloth is worth 4 silver to a vendor. But, one runecloth bandage is worth 5 silver to a vendor. Cool, huh?

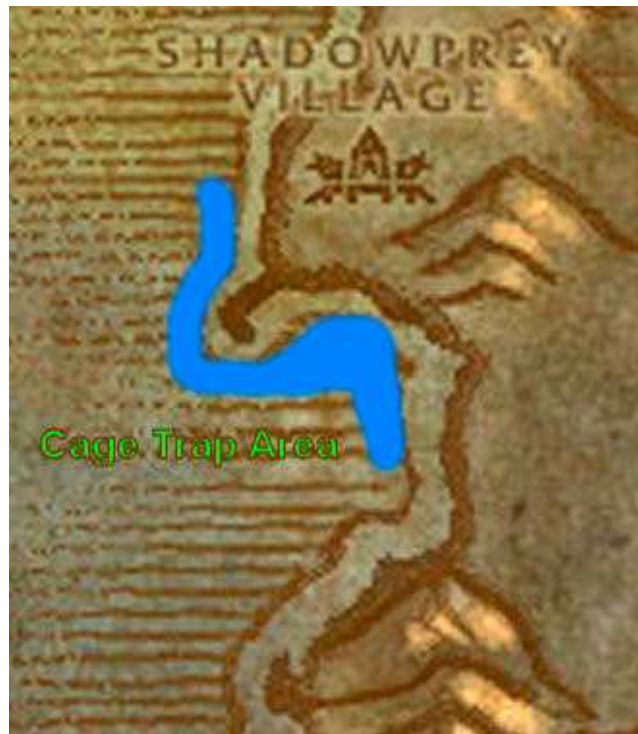
Brute Force- One potion that always sells for quite a bit is the Elixir of Brute Force (<http://wow.allakhazam.com/db/item.html?witem=13481>). Problem is that most people don't have the recipe and there is only one way to get it. In Un'goro crater there are numerous bloodpetal sprouts lying on the ground,

simply click on them to gather them up. Once you have 15 you can turn them into an NPC at Marshal's Refuge. You will then get a nice box of goodies- usually some major healing potions and valuable herbs, etc. There is a chance you will also get the recipe for this rare elixir. At this point you can either sell the recipe (seen it go for 50g twice on my server) or if you are an alchemist then you can learn it and start making gold selling these elixirs. It's a good deal either way because you are always getting some good loot from the packages while you look.

Tree Farming- In the western instance of Dire Maul you will find the giant tree boss Tendris Warpwood. He is an easy kill for a 5 man group and the best news is that if you walk carefully you can get to him without aggroing anything else in the area. So gather a group together, sneak in there, grab your loot then leave and reset the instance and go do it again and again and again. He drops all kinds of nice gear for different classes. Last time I was there he dropped the Foror's Compendium of Dragon Slaying (<http://www.thottbot.com/?i=35776>) the second time we killed him. There was a happy Pally in the group ;). We averaged about 10-15 kills an hour and I'm sure you can too. He regularly drops a staff that vendors for around 5g so you can make some good gold doing this for an hour or two with friends. The trick is usually once you enter

Take me fishing- The best fishing pole in the game is the Big Iron Fishing Pole (<http://wow.allakhazam.com/db/item.html?witem=6367>)Anyone who wants to max out their fishing ability is going to need it at one point. It only comes from one place and that is inside the cage traps on the ocean floor near the Horde town on the West coast of Desolace. If you head out near the town there (the area is green and grassy unlike the rest of Desolace) and go into the water directly west of the dock and swim down you will find traps littering the ocean ground there. When you open them you will either find shellfish, spawn a mob, or...get this rare fishing pole. I was able to find 2 of these in a fair amount of time and guess what? They sell on my AH for over 25 gold! You could make quite a business for yourself just collecting and reselling these rare fishing poles. Make sure when you go looking for this you come equipped with some underwater breathing potions, it will make it much easier.

Map below:



High end grinding- I'm going to share with you my favorite grinding spots in the entire game. Now I'm certain others have their own but for making cash fast these are my two favorites.

First is the cave in Un'goro crater that is filled with apes (the cave where A-me is for the quest). These gorillas are fairly easy to kill and drop lots of valuable vendor trash like their whiskers and regularly drop greens and some blues. Just on the gray trash items alone you can make around 10g an hour just grinding here.

My next favorite is the troll temple in Eastern Plaguelands. I guess this place is just so far away that no one seems to want

to bother with it. These trolls drop lots of green items, the occasional blue, and I know friends who have seen epics drop off of them as well. They're good for runecloth and powerful mojo as well. The other nice perk of this area is that it's full of thorium and high end herbs also.

Deadwind Pass is also great for farming for items. No one really is here when I farm it. I'd expect to see farmers or just other players hanging out here but no one ever really is. There are a ton of high level ogres with great loot and when you go down to the Karazhan area you will find a haunted town that has humanoids that drop great coin and runecloth.

Enjoy!

Tour guide- I was whispered an interesting proposition one evening. I was told that if I would help 3 lower level players through an instance that they would pay me 5g. I told them that I really wasn't interested but thanks for the offer. They persisted- and I made 5 gold! Start your own healing or tanking service and take lower levels into instances yourself. As a high level you are not only superior to all the mobs you'll encounter but you most likely know the way as well. If you are an enterprising individual you can have a lot of fun doing this and make some nice gold too. If you feel like it is too "greedy" to ask for gold

you could just offer to go with low levels if they let you have all the silk, or all the food, or whatever you feel is appropriate.

Deviate Fishing- If you've seen someone running around your capital city looking like a slime, a pirate, or otherwise acting strange they were probably using a food item call "Savory Deviate Delight"

(<http://wow.allakhazam.com/db/item.html?witem=6657>) This item is always a favorite for players to use when entertaining their friends. If you have this recipe you can make a lot of gold selling them for about 1g each. But you don't need this rare recipe to make serious gold from it. In the Barrens, outside of the cave that leads to the Wailing Caverns instance is a small pond area. From this pond you can fish out the vital ingredient for the Savory Deviate Delight- the deviate fish. You can collect quite a few of these in about an hour and either use them to make your own delights or sell them on the AH for a profit to other cooks. If you enjoy fishing then this is the perfect gold maker for you as these fish are worth quite a bit.

My Favorite Mine- Any miner knows that the most valuable mining veins are the rich thorium veins. They spawn in many places such as Un'goro crater, the Plaguelands and Winterspring. There is major competition for these veins because not only do they drop

quite a bit of thorium but also have a chance to drop arcane crystals, azerothian diamonds and other gemstones. I am going to reveal to you my two favorite "secret" mining spots. The first is the Hearthglen Mine that is in Northern Western Plaguelands. There is often one rich thorium vein outside the mine and then another 2 inside of it. They all seem to have a very fast respawn time and the ones inside the mine are guarded by groups of 2 non-elite miners that most classes can easily distract or solo. I have seen 2 arcane crystals drop from just one of these veins! The second of my favorite locations is in Southern Winterspring near the barred off entrance to the unopened Hyjal area. This is in the dangerous Darkwhisper Gorge. It is full of level 60 and 61 elites that hit really hard but I have successfully walked the entire way to the end without stealth and it can be done if you are careful. Obviously if you can feign death or stealth it gets even easier. There are usually an additional 4-5 (yes!) rich thorium veins in this area.

Buy in bulk- Just a quick but obvious tip. Always look on your AH for large stacks of items that you can buy at a good deal and then resell singly for an increased profit. Herbs and minerals are the best for this, and enchanting supplies as always are great.

Farm me a Reaper- the most powerful craftable axe in the game is the Arcanite

Reaper

(<http://wow.allakhazam.com/db/item.html?witem=12784>). These are extremely material heavy and will sell for over 1000g on most servers. Problem is, the recipe to create these is rare. In fact, not even all servers have this recipe. The recipe alone has sold for over 1000g on my server! Feeling adventurous? If you are I'll tell you how you can actually farm this rare recipe. The recipe drops off of a rare named spawn in Lower Blackrock Spire. His name is Bannok Grimaxe (<http://thottbot.com/?n=109215>) and he spawns in the Hordemar camp in the last room before the spider ramp in the bottom floor of LBRS. He is usually sitting on one of the little red carpets in the back of the room. The good news is he isn't linked to any other mob there and a rogue or druid can stealth in and solo him! What you can do is enter the instance and either use a Warlock's "eye" to see if he has spawned or you can use an Elixir of Dream Vision (<http://thottbot.com/?i=5525>) to "float" down there and see if he is up. If he is up you can send the rogue or druid down to jump off the ramp (it will do about 900 damage so you'll live) and they can then easily solo him. He will drop the recipe about 10% of the time. If he is not up when you enter the instance then back out and try it again by resetting the instance. Yes, this is time consuming and can be expensive but the payoff is well worth it. If you are a blacksmith and get this recipe you can

basically charge whatever you want for this magnificent weapon.

Run it stealth- Sorry, this one is just for rogues and druids...I highly recommend you get a group of all rogues and druids together and do a stealth run on instance bosses, especially the bosses of Lower Blackrock Spire. This is great because so much rogue and druid gear drops here. There is the rare spawned spider name Crystal Fang that drops a really nice weapon set for rogues as well as the two canine bosses that drop druid gear. It's always good to collect some stealthy friends and farm instances, all the gold rich rogues and druids I know do this.

The farmestary- Once you hit lvl 50+ one of the best places to farm for gold and items is in Scarlet Monastery. At level 60 you can solo the whole place and at level 50+ you can solo most of it unless you get a really bad pull. Farm here with all your bags empty and kill everything in site. At the end you'll have a ton of green items you can sell on the AH and lots of silk and wool (remember, make bandages with it before you vendor it!). It amazes me how many high levels have never thought about doing this. Which leads to my next tip...

Shard farming- When Blizzard discovered how easy it was to continually farm the bosses of Scarlet Monastery and sell the loot, they devalued the vendor value of all the boss

drops severely. They succeeded in making it not worth farming for cash anymore. But, there is a way around this. If you are an enchanter you can easily repeatedly kill all the SM bosses and disenchant the items into shards that will sell for a large amount of gold on the AH. All of Herod's drops will yield a small radiant shard and most of the others result in a large glowing shard. You can make a LOT of gold doing this and quite quickly too.

Solo bosses- Just like all the SM bosses there are a number of bosses that you can solo at higher levels. Some of them are:

Mauradon princess- Yes, you can solo this big stinky beast. She has become a little more difficult in recent patches but if you have a nature protection potion or two it shouldn't be hard to do. I know many rogues, druids, and hunters who have done it.

Mother Smolderweb- Yes, this elite spider in LBRS can be soloed by a druid to get their Wildheart boots. You can stealth in and use a combination of bear form and hibernate to kill her. Simply pull her over to the corner behind her in bear form tank her and then when your health is low you can bash stun her and/or pop out and hibernate her for as long as you like while you recover health and mana. This can be done but it takes about 15 mins. The spider also drops some other nice blues and greens.

Tinkerer Gizlock- This little goblin engineer in Mauradon is quite easy to solo, drops some nice gear that can be disenchanting for a nice supply of shards. No real strategy here but just to fight smart, he is fairly weak.

Zul'farrak bosses- At a high level you can solo most of the mini bosses in Zul. They drop pretty good gear for any level and the nice thing is once you are done you can ride out and start over again. The only thing to watch out for in here is adds from the wandering patrols. My favorite boss to solo here is the one witch doctor that turns you into a frog. Just watch out for his healing totems and he is an easy fight. Just like any boss I advise clearing out any patrols near him if possible.

And of course, you can easily solo other low level bosses but their drops aren't very good so it usually isn't worth it. In my opinion, the best farming instance is Scarlet Monastery because it has great itemization and is fairly easy.

Best time to bid- If you want to win big on an item that is getting a lot of bids or is a hot item there is only one time to bid on it. Every Tues in the US (not sure if Euro is the same) the servers are brought down for maintenance. If you log on right before this and find items with short or medium

time left and place bids right before the server goes down for maintenance you are certain to win since no one else can bid! Of course, never list YOUR items during a maintenance for this same reason. You won't make any money doing it.

Epic Mount Assistance- As you may or may not know, the warlock and paladin classes have quite lengthy and expensive quests for their epic mounts. I know a warlock on my server who makes money because he has one of the items needed for the warlock quest and he charges people to go on runs with him where he can use the item for them (it's reusable). He charges 20g a run and does this all the time because people are happy to pay it! There are a lot of opportunities like this out there, always keep your eyes open to how you can make gold through a service and not necessarily selling items all the time.

Playing the Transmute Market- You should always be looking at what materials are selling for on the AH versus what their transmuted results are selling for. Often you will find a large profit gap between the two. Here is an example. Arcane crystals may be selling for say 21 gold on your server and arcanite bars are selling for 32-35 gold. Now, a typical arcanite transmute may run 4-5 gold. What I've done is purchase 10 arcane crystals and then have all of them transmuted just by asking for transmutes in

the trade channel and then relisting the completed arcanite bars for their sell price. If you figure about a 10-5 gold profit per arcanite bar you can make serious gold with this method fast. I will typically purchase 3-5 arcane crystals a day and just continually purchase transmutes so I can always have arcanite bars for sale on the AH. You can use this technique with a variety of transmutes whether it be essences or whatever is profitable. I always recommend looking for essences and arcanite as the most profitable transmuted items to buy and then resell.

Crafting for Cash- It doesn't matter if you can't craft a single rare item. All you need is someone who does. Just like transmutes you always need to look at what crafted items are selling for versus what their ingredients are selling for and then look for profit opportunities. Let's look at a couple of items that use arcanite in their crafting process (arcanite anything right now is a great way to make gold). First of is the popular rogue dagger, the Heartseeker. This item takes 10 arcanite bars as well some other materials that I would say are semi-expensive. You always want to price out what this dagger will sell for versus what the materials cost. I talked to one player who has made over 3000 gold just by buying the materials for rare weapons and then having other people crafting them and then selling them on the

AH! He was proud to show me his epic mount as well as open a trade window and display his gold after about ½ an hour of questions on his gold-making techniques. Some other items you may want to look at are any dark iron items, the Arcanite Reaper, and cloaks like the Cloak of Warding and the Hide of the Wild (very material heavy). Many people are not gatherers or have no idea how to get these items. This is pure profit for you when you purchase these materials and then have the item crafted and sold. Even better, while you are shopping for the materials needed to craft these items you always want to be looking for arbitrage opportunities to buy and resell these materials as well. Always stay on top of the AH market!

Always Sell Solo- This is what I consider a simple tip but I'm mentioning it because I see so many people making this mistake. When you have multiple items never ever list more than a couple at once on the AH. Why? You compete with yourself and drive down prices and also reduce your chance that all your items are going to sell. Also, if you manage to obtain multiple items that are hard to obtain or high priced never list them together or if you do list one on an alternate character. Always do this! Why? Well, if someone sees you selling a bunch of Big Iron Fishing Poles or Dark Iron Ore, what do you think they'll think? "Hey that guy has a bunch of those! I wonder how he is getting them?" And then they will study that

item and then compete with you. Never hint on to the fact that certain items are easy to get or profitable. This will kill your business faster than anything.

Look for Librams- You probably have come across Librams by now (<http://wow.allakhazam.com/search.html?q=libram>). What amazes me is that most people have no idea what these are and sell them for way less than they are worth. I have made a ton of gold selling specifically the Libram of Constitution (<http://wow.allakhazam.com/db/item.html?witem=11733>) and also the Libram of Resilience (<http://wow.allakhazam.com/db/item.html?witem=11736>) and the Libram of Ruminatation (<http://wow.allakhazam.com/db/item.html?witem=11732>) . What I think happens is that most people go to their AH, look at the price of other Librams and see that they are selling for around 10 gold so they list theirs for the same price. I will then purchase the more valuable ones for the discounted price and relist them at their appropriate prices which is usually anywhere from 20-50 gold. It's easy to do and the profits are good.

Preferred Transmuters- Just a bit of advice on getting transmutes since they are sometimes tough to find because of their long cooldown time. I will buy a transmute from someone and offer to buy their next transmutes from them for above the going rate. For example, let's say the average

arcanite transmute is about 4 gold. I will purchase a transmute from someone and say, "hey, if you message me next time your timer is up I will pay you 5 gold for it." 90% of the people I offer this to agree to it. Why not? It's a great deal for them and you get a list of people who are guaranteed to transmute for you all the time. In the big picture of the AH game, spending 1 extra gold to get a quick transmute is way better than spending an hour looking for someone to do it for you. I don't need to look for transmutes anymore because people contact me!

Reputation Items- Always look at what items are needed to gain reputation with new factions or for new recipes. This will give you an idea of what items are worth keeping when you are farming for other stuff. Items that were previously considered vendor trash (grey items) are now actually going to be used for reputation increases for events like the Darkmoon Faire! It's important you know this so you can plan accordingly and stock up to use or even better sell these items. I have often trashed a bunch of "useless" items only to find out they were worth a ton later on or used for a quest.

How to Speculate for Serious Gold- There is a location on the official World of Warcraft website that can make you more gold than any other method. Where is this you ask? The patch notes and the more importantly the

test server notes and forums. By going to these two places you can learn what the WoW economy is going to do after the next patch. You can learn what items are going to go from useless to insanely valuable and then stock up on them now before the patch so afterwards you can sell them for a huge profit or use them for yourself. Browsing the Test Realm forum (under "Test" on the realm forums list) you can get some really valuable information. For example, let me tell you something that was recently revealed. When the Darkmoon Faire comes to town, you will be able to turn in various items to gain faction with them and in turn get powerful new rare and epic items. The players on the test server discovered that one of these items was a green firework. Now usually green fireworks require heavy leather and heavy blasting powder to make. This makes them somewhat expensive. But for the 4th of July Blizzard spawned a special NPC in the main cities that sold fireworks dirt-cheap. What do you think the people who knew about the green fireworks did? Of course, bought hundreds of them for a few gold and they will now have epic and rare items once the faire comes to town on the live servers. It's reasons like this you should ALWAYS play on the test server, read the test forums and patch notes. People who do always discover things that make a lot of gold. Another great example of this is when Blizzard implemented the runecloth turn-in quest for reputation increases. People saw

this coming and bought stacks and stacks of cloth. Now, cloth sells for almost triple what it did before and these people (myself included) made serious gold reselling at a profit.

Resetting an Instance- Anyone who plans on doing any sort of farming or collecting inside of instances needs to know this information. Resetting an instance dungeon is the process of "fooling" the game into thinking you are part of a new group entering the instance for the first time. This means that all of the mobs, minerals, chests, items, etc. will respawn again as new for you. Here is how you do it.

Enter an instance in a group of 2 people with yourself as the group leader. Do what you have to do whether it is kill a mob, mine ore or whatever. Now, promote the other person in your group to leader. Have them kick you from the group. In a second or two you will get a message saying, "You are not in this instance's group..." and it will threaten to port you out. At this point leave the instance. Once outside, reinvite your other group member with you as the leader and re-enter the instance. The instance should be reset and just like new again for you to repeat as many times as you like.

Here's the real trick, sometimes if you do the above method too quickly the instance

will not reset. For example, if you are only making 2-3 minute runs inside an instance it typically will not reset for you. Here is a trick I discovered to overcome this. Follow the above procedure but when you reinvite your other group member ALSO send an invite to another person who is already in a group. You can find another person in a group by simply doing a /who on a place like Molten Core or Scholomance because these people will obviously be in a group already. You will get a message that they are already in a group BUT this will "trick" the game into thinking your group structure has change and bam!- instance is reset. Using this method you can reset instance dungeons all day long without problem. Go for it!

Dark Iron Mining- This is the gathering technique I routinely use to make over 100 gold in an hour. Yes, you really can make that much gold using this system. Dark iron is a very valuable material that is used to craft high-end items and also for reputation gains with the Thorium Brotherhood. Put simply, it is worth a lot of gold. It is only found in two places in the entire game, Blackrock Depths and Molten Core. Obviously, Molten Core is a 40 main raid instance so you can't sneak in there to get ore. That leaves us with BRD.

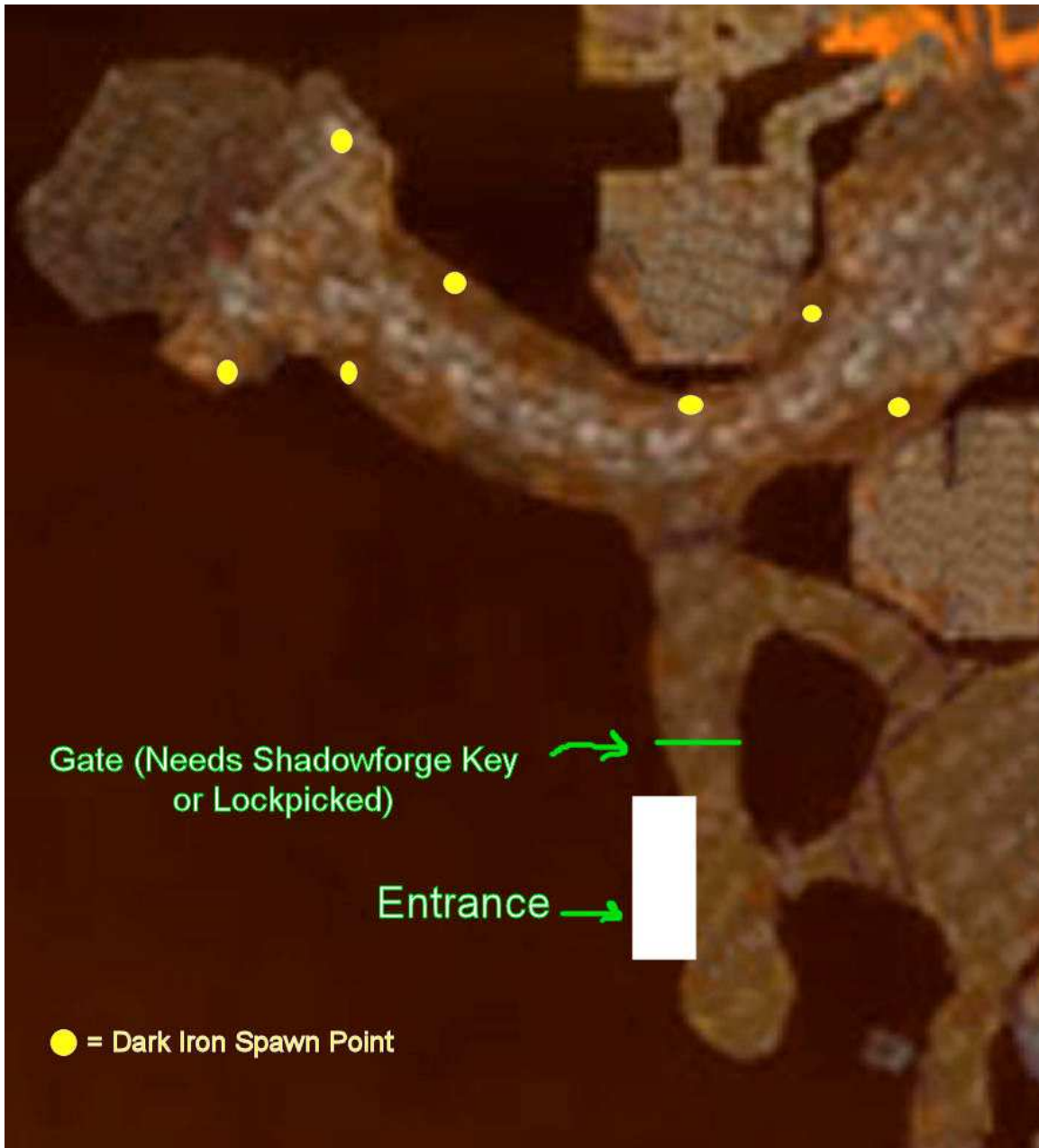
Upon entering the BRD instance there is a door to your right. You will need to be able to lockpick it or you will need to have the

Shadowforge key to open it (obtained by completing a quest inside BRD). Once through there you can either walk straight ahead or turn right through another door. You want to walk straight ahead to the area called the Dark Iron Highway. In these area is where you are going to make tons of gold mining ore. There are numerous dark iron spawn points in this area and on each run you should be able to get to one or two of them. Simply mine the ore, leave and reset the instance to do it all over again. You will need a couple of people at least for this or if you are a rogue or druid you can stealth in. Also, hunters can run in and feign death to escape the mobs around the ore. Some times you will need to clear some mobs around the ore to mine it. Sometimes it will all be clear for you. Other times it will be behind so many mobs you won't be able to reach it and will have to reset the instance right away. A word of warning about the mobs in here- there are bloodhounds in this are that can see through stealth from very far away for their level. Also, they hit very hard but fortunately don't have much health. You may have to fight a few of these to get to the ore but they can easily be soloed if you are careful.

I average about 20-40 dark iron ore per hour using this technique. Considering that dark iron ore sells for anywhere from 1 gold to 4 gold a piece it is easy to see that this is insanely profitable. I had the money for my

epic mount using this technique for just two days. It's that good!

Map below:



Checking the Market- The best place to check the market value of an item is by far www.allakhazam.com If you search for an item

there you will find listed right below it its median selling price as well as the prices it has most recently sold for. Click on the info link and you will find all sorts of information about the pricing of the item.

UI Mods you should have:

Gatherer- shows the location of minerals, herbs, chests, etc. on your main map and minimap-

<http://ui.worldofwar.net/ui.php?id=277>

Lootlink- In-game database of items-

<http://ui.worldofwar.net/ui.php?id=330>

Enchantrix- Shows item disenchant results so you can track what is worth disenchanting

<http://ui.worldofwar.net/ui.php?id=138>

Atlas- In-game map of instance dungeons-

<http://ui.worldofwar.net/ui.php?id=400>

Auctioneer- Provides you with in-game data on your auction house

<http://ui.worldofwar.net/ui.php?id=137>

Quickloot- Moves the looting window under your mouse cursor no matter where it is

<http://ui.worldofwar.net/ui.php?id=66>

BankItems- Keeps track of what you have in your bank, even when you aren't at the bank
<http://ui.worldofwar.net/ui.php?id=120>

End.

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